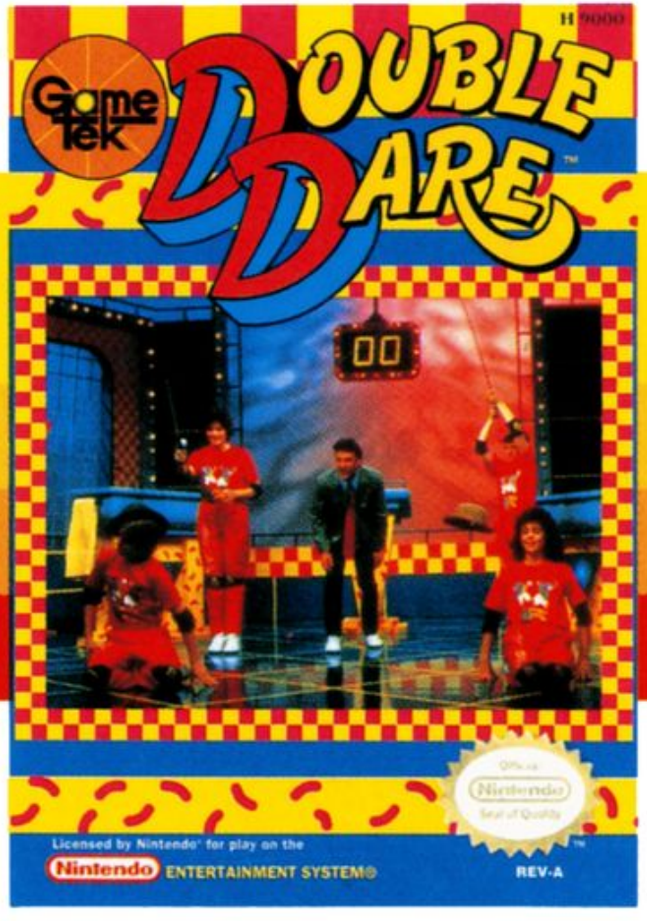
NES-2D-USA★



DOUBLE DARE™

INSTRUCTION BOOKLET

Game Tek™

The Biggest Names are on our Games!sm

We are the hi-tech electronic entertainment company that puts you in the picture with exciting home versions of television's top game shows for adults and kids, and innovative new fun-filled game play for preschoolers. This software includes games the whole family loves, games they can play...either together or alone against the computer.

GameTek's Nintendo version of DOUBLE DARE combines the challenging questions of the TV game show with the fun of testing your skills on stunts to rack up money and prizes.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo® for play on the Nintendo ENTERTAINMENT SYSTEM®

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

DOUBLE DARE™

Test your mind on subjects from rock to rocks, then test your reflexes on the fun-filled Physical Challenges. Will you be the one to make it to the famous Double Dare Obstacle Course?

CONTENTS

How To Use The Controller 4
Setting Up The Game 6
The Toss-Up Challenge 8
How To Play Double Dare 11
Physical Challenges 14
Half-Time And Round Two 17
Double Dare Obstacle Course 18

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

HOW TO USE THE CONTROLLER

If 1 player (team) plays against a computer team, only Controller 1 is used.

If 2 players (teams) are competing, Controllers 1 and 2 are used.

CONTROL PAD

Pressing the arrowed tips in any of the four directions scrolls the cursor left and right, up and down, or wrapping around the ends, to spell out names, to select answers or dares, and to control speed and angle movements of the Toss-Up Challenges, Physical Challenges, and Obstacle Course.

START BUTTON

a. Starts The Game
b. Pauses and Restarts the Game During Play

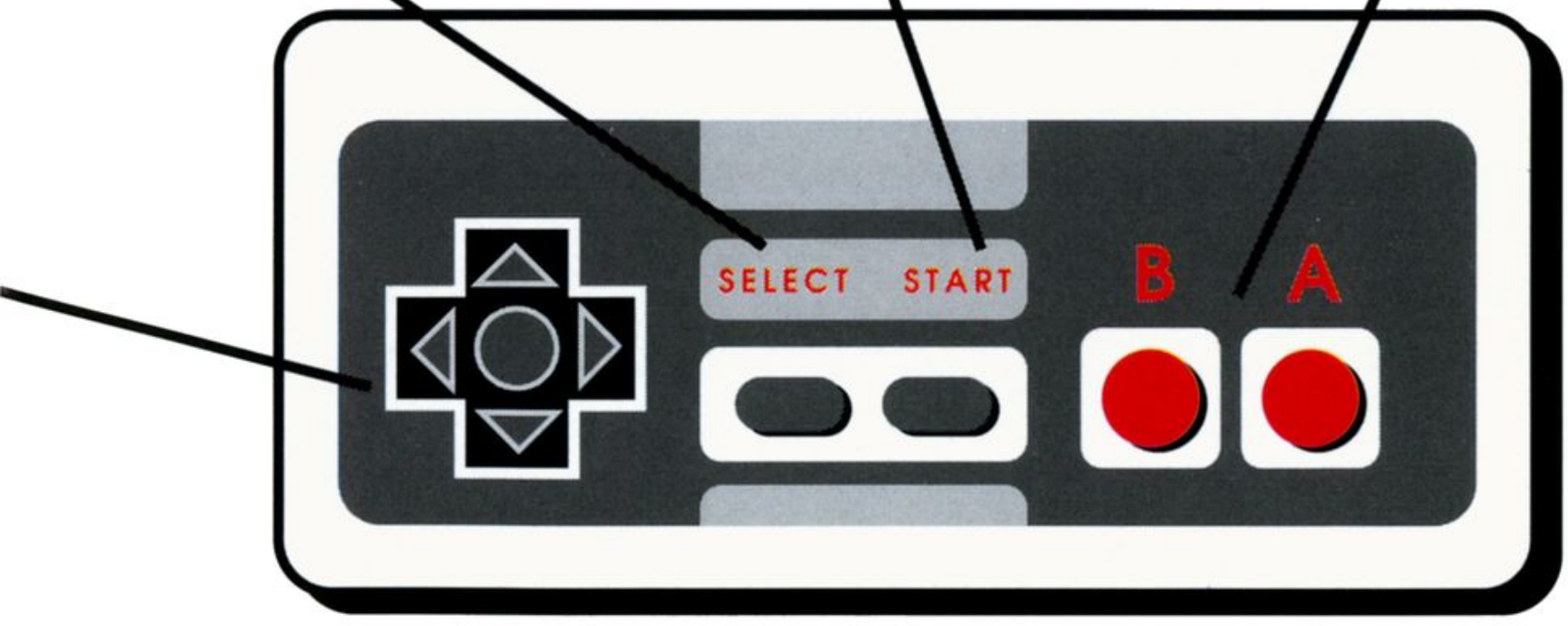
A, B BUTTONS

Are used interchangeably to:

a. Confirm answer selections
b. Serve as a fire button in Toss-Up and Physical Challenges.

SELECT BUTTON

Not Used



SETTING UP THE GAME

1. Flashing instruction PRESS START TO BEGIN signals either player to press the START BUTTON.

2. Player #1 presses the CONTROL PAD to the right to light up the desired number of players (1•2), then locks it in with A or B BUTTON.

3. Players decide on the SKILL LEVEL (1•2•3) of the game based on the time allotted for answering; Player #1 locks it in.

4. If a one-player game is selected, a computer player is automatically entered as the opponent. Here the Skill Level determines the computer's performance in the Toss-Up Challenge and intelligence in answering the questions.

5. Player Identification

   a. Player #1 uses the four tips of the CONTROL PAD to scroll the cursor right and left, up and down, and wrapping around the board, spelling out a player or team name and locking in each letter with the A or B BUTTON. When the name is complete, player scrolls to END and locks it in.

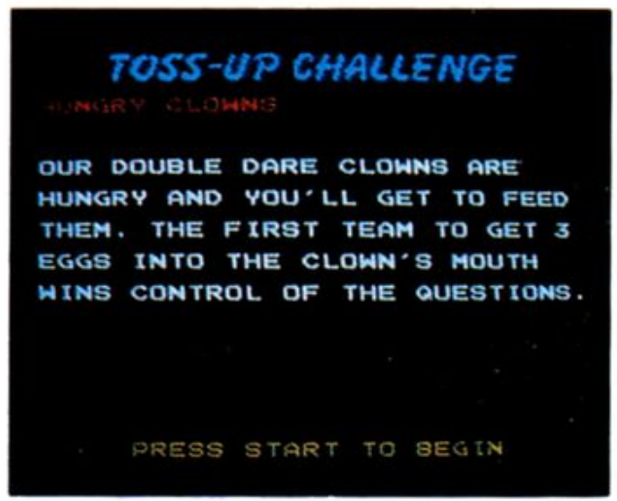
b. Player #1 is shown an image and asked, WOULD YOU LIKE A NEW CHARACTER? YES•NO. Player moves right or left to the desired answer and locks it in. If the answer is YES, a new character *is* wanted, successive pressing of the A or B BUTTON will change the images until the desired one appears. Scrolling to NO and locking it in sets the image.

c. Player #2 follows steps a. and b. using Controller 2. If Player #2 is the computer, the name and image appear on the screen automatically.

THE TOSS-UP CHALLENGE

A Toss-Up Challenge determines who will have control of the questions at the start of game play. The game offers a choice of several Toss-Up Challenges selected at random by the computer.

1. Instructions for the Toss-Up Challenge appear on the screen. Either player then presses START to begin.


TOSS-UP CHALLENGE
HUNGRY CLOWNS
OUR DOUBLE DARE CLOWNS ARE HUNGRY AND YOU'LL GET TO FEED THEM. THE FIRST TEAM TO GET 3 EGGS INTO THE CLOWN'S MOUTH WINS CONTROL OF THE QUESTIONS.
PRESS START TO BEGIN

2. Each team uses the left and right arrows on the control pad to determine the speed and angle of the toss, as shown on the bar.
   a. The left side of the bar controls the speed.
   b. The right side of the bar controls the angle.

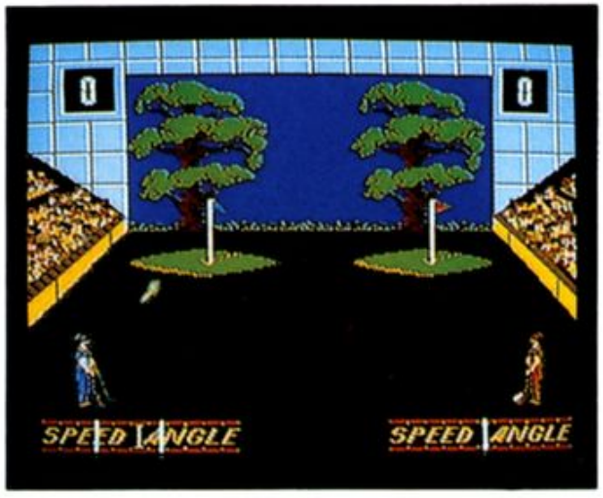
3. To control your player and start your bar, press and hold the left arrow. When the white line is at the speed you want, release the left arrow and press the right one. Once you reach the location you want on the angle bar, press the A or B BUTTON to throw.

4. Different Toss-Up Challenges require different numbers of hits. Scores are kept on the wall of the DOUBLE DARE game set for some Challenges.

5. There is no timer on the Toss-Up Challenge. The player who wins the Toss-Up Challenge wins $10 and control of the questions.

Bowling

We like to bowl on Double Dare. But we lost all our bowling balls. So you'll have to use cantaloupes. The first team to knock over all 3 pins wins control of the questions.



Golf

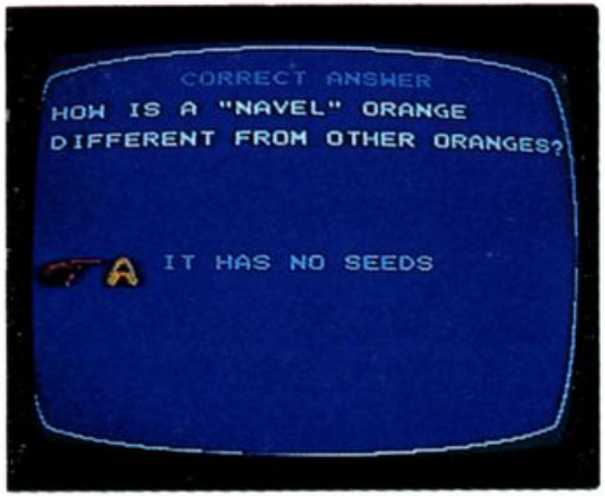
We like to play golf on Double Dare, but we lost our golf balls. So you'll have to use eggs. The first team to putt 2 eggs into the cup wins control of the questions.

Gorilla

Our Double Dare gorilla loves to catch bananas. The first team to toss a banana into our gorilla's hand wins control of the questions.

1. The winner of the Toss-Up Challenge gets to answer the first multiple choice question.

2. To answer a question, select A, B, or C, by moving the cursor arrow key UP or DOWN, then pressing BUTTON A or B to confirm your selection. Questions must be answered before the timer runs out.



a. If the timer runs out, the computer reveals the correct answer and neither team gets the money. The original player gets to answer the next question.

b. If a *correct* answer is given, that team wins $10 and gets to answer the next question.

c. If an *incorrect* answer is given, the computer reveals the correct answer and the opposing team wins the money and gets to answer the next question.

d. If Team 1 cannot, or chooses not to, answer the question, the player can DARE Team 2 to answer it by moving the arrow cursor to DARE and confirming the selection with BUTTON A or B. The value of the question then doubles to $20.

3. If Team 2 cannot, or chooses not to, answer the question, it can DOUBLE DARE Team 1 by moving the arrow cursor to DOUBLE DARE and confirming the selection with BUTTON A or B. The value of the question then doubles to $40.

4. If Team 1 cannot, or still chooses not to, answer the question, Team 1 can take the PHYSICAL CHALLENGE by moving the arrow cursor to PHYSICAL CHALLENGE and confirming the selection with BUTTON A or B. If the team successfully completes the Physical Challenge, they win the $40; if not, the other team wins the $40 and gets to answer the next question.

PHYSICAL CHALLENGES

Physical Challenges are selected at random by the computer from the many that are built into the program. Directions for play appear when the Physical Challenge is announced. The Physical Challenge must be accomplished before the timer on the wall of the Double Dare set runs out. Each challenge has its own determined length of time.

1. If the Physical Challenge uses a power bar (only one appears for a Physical Challenge since only one team is attempting it), the bar is controlled in the same way as the Toss-Up Challenge, with the arrow buttons positioning the player, if necessary, and with the A or B BUTTON firing.

2. If the Physical Challenge does not use a power bar, use the arrow buttons to position your player and press the A or B BUTTON to throw or fire.

NOTE: Sample Physical Challenges follow on pages 15 and 16

Trampoline Bounce

Launch your partner through the air onto the trampoline. Then he can bounce up and try to grab the flag. You have 30 seconds.

Spaghetti Shoot

Shoot your partner from the cannon at the spaghetti. You have 15 seconds to hit the big meatball.

Cake Catch

Catch one cake in the air by bouncing up and down on your trampoline. You have 20 seconds to catch the cake.

Water Basketball

Toss 2 water balloons through the hoop and onto your partner's head. You have 20 seconds to do it.

Putty Golf

Putt 1 egg onto the green. Your partner will use a bellows to help blow the egg into the hole. You have 20 seconds.

Pie in Your Pants

Your partner will send you some pies through the air. Catch 3 in your pants in 20 seconds.

Kangaroo Catch

Flip 3 baby kangaroos into the air and catch them in your pouch. You have 20 seconds.

Ring Toss

Your partner will toss some rings to you. Catch 3 rings on your head in 15 seconds.

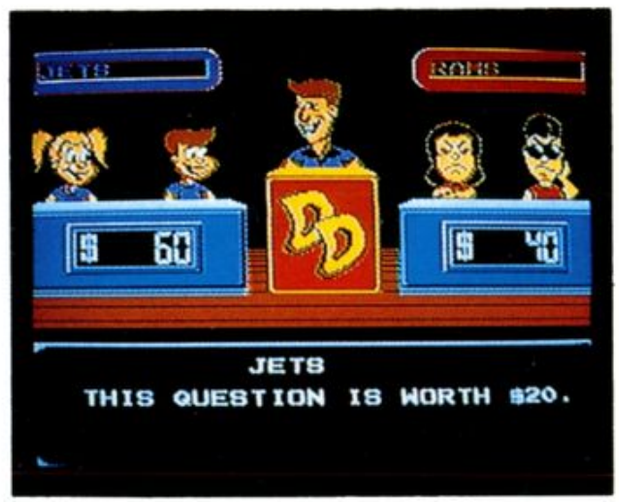
HALF-TIME and ROUND TWO

1. After 10 questions have been asked, Half-Time is called.

2. Round 2 begins with a new Toss-Up Challenge. It is played the same as the Toss-Up Challenge in Round 1, and determines control of the questions for Round 2.

3. The winner of the Toss-Up Challenge earns $20.

4. Round 2 is played in the same manner as Round 1, except that each question starts out at $20 and doubles on DARES, DOUBLE DARES and PHYSICAL CHALLENGES, as in Steps 2 through 4 of Round 1.



DOUBLE DARE OBSTACLE COURSE

1. The team with the highest dollar winnings from Rounds 1 and 2 gets to play the Double Dare Obstacle Course. (If the computer is the winner, it does not play the Obstacle Course.)

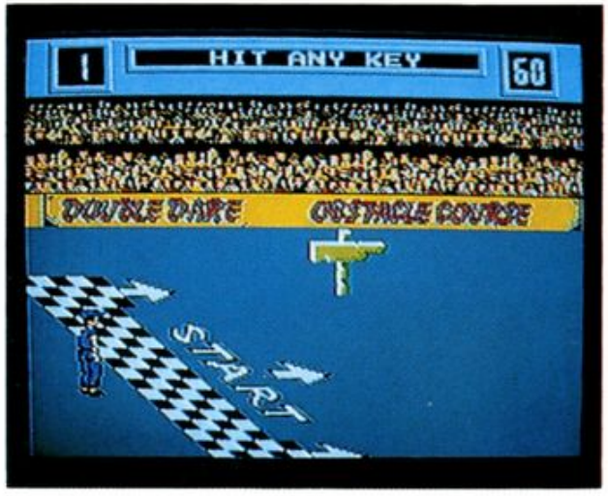
2. The obstacles are selected at random by the computer. A preview is displayed before the course is begun.

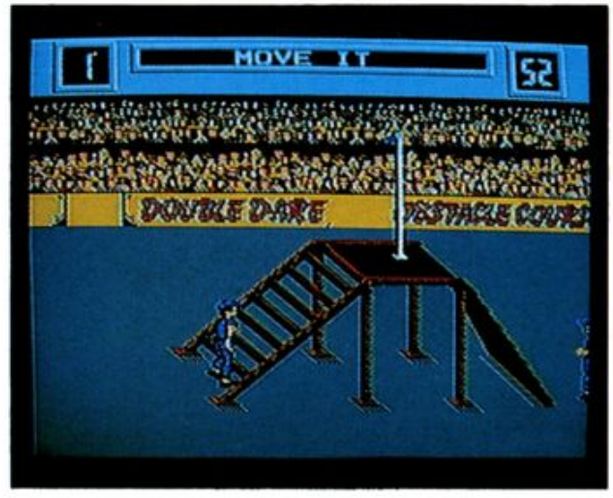
3. The Double Dare Obstacle Course is on a timer which begins when the player starts the course.

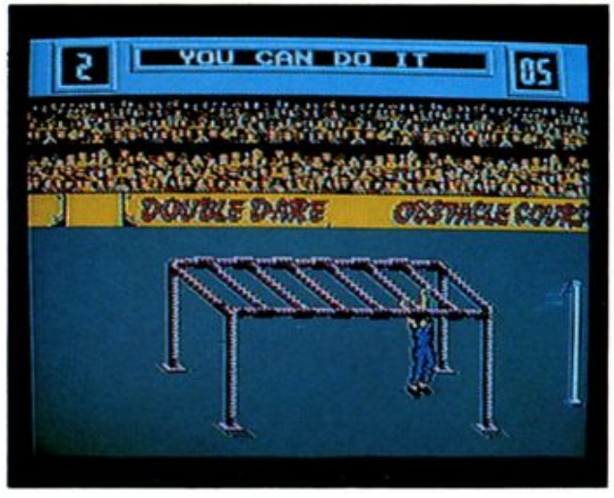
4. Use the arrow buttons to move your player along the Obstacle Course. Your player must be in the correct position in front of an obstacle in order to jump into it.

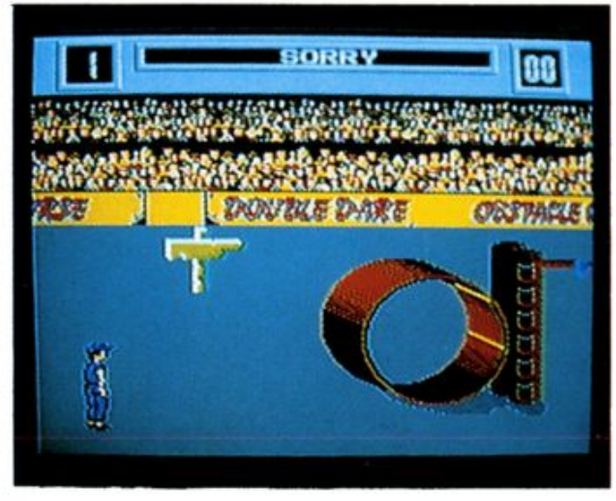
5. The flag on top of or beyond the obstacle must be grabbed and passed off to your partner before you can continue on to the next obstacle.

6. Each obstacle that is accomplished earns a prize for the player. When the time is up, prizes are displayed with their total dollar value.


1
HIT ANY KEY
60
DOUBLE DARE
OBSTACLE COURSE
START


1
MOVE IT
52
DOUBLE DARE


2
YOU CAN DO IT
05
DOUBLE DARE


1
SORRY
00
DOUBLE DARE

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.

5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.
It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

GameTek, Inc. warrants to the original purchaser of this GameTek software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This GameTek software program is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this program. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any GameTek software product, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191 St., No. Miami Beach, FL 33180.

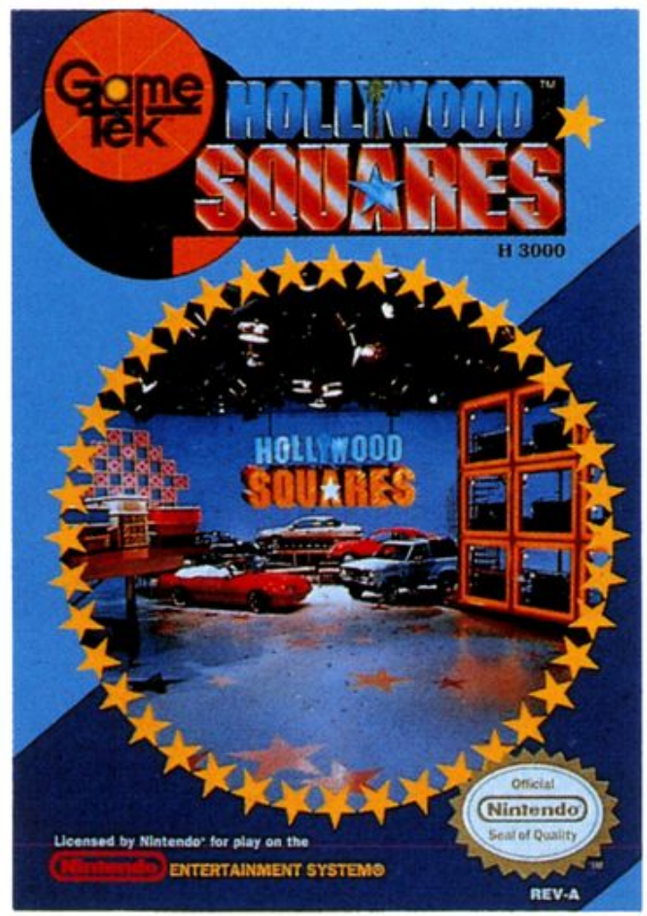
This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the GameTek software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAMETEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAMETEK SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LOOK FOR THESE OTHER EXCITING NEW GAMES FROM

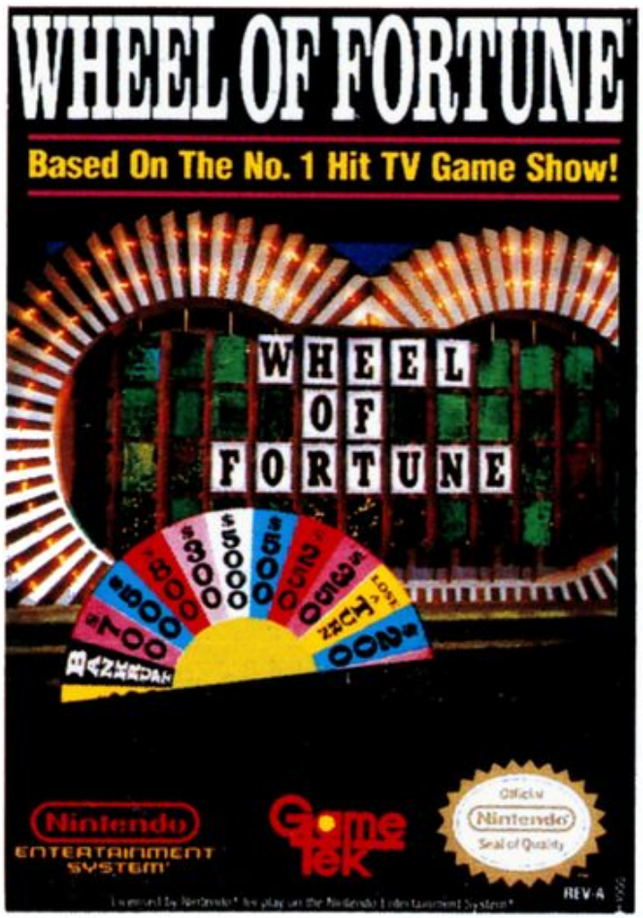
HOLLYWOOD SQUARES™

It's tic-tac-toe with a twist! Get your X's and O's by figuring out whether the "celebrities" are giving correct answers or making them up...but not before you chuckle over their humorous ad libs. Competition is keen, and excitement runs high when you play the fast-moving video version of this hit TV game show.



HOLLYWOOD SQUARES™ ©1986, 1988 Century Towers Productions. All Rights Reserved.

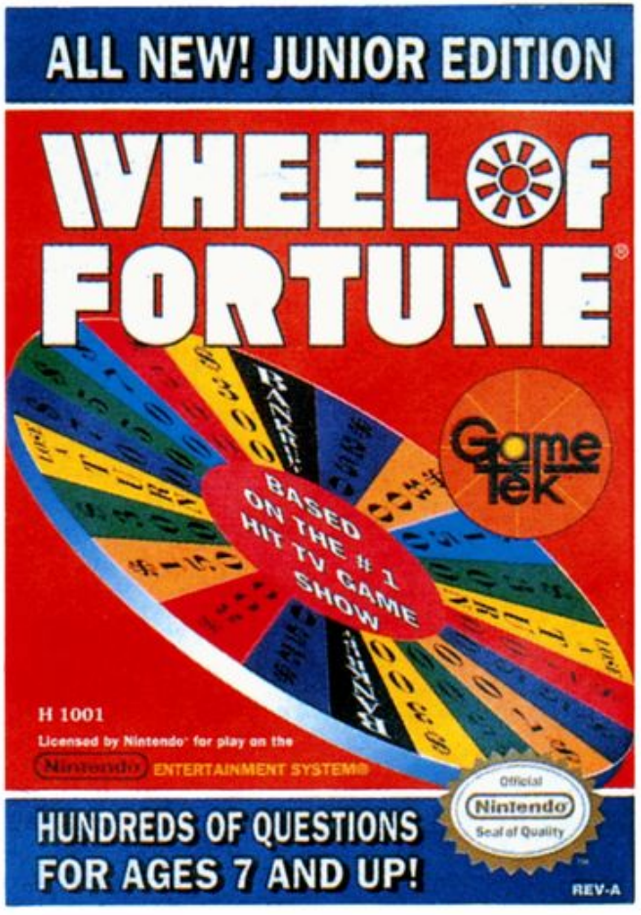
WHEEL OF FORTUNE®



The highest-rated game show in television history makes for exciting Nintendo game play. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. Hours of family challenges! Hours of family fun!

WHEEL OF FORTUNE® JUNIOR EDITION

This lively and stimulating junior version of the terrific Nintendo adult game recreates all the excitement of the hottest game show on TV. Now, kids to teens can spin for consonants, buy vowels, and solve puzzles...while trying to avoid going bankrupt and while having great fun!


ALL NEW! JUNIOR EDITION
WHEEL OF FORTUNE®
Game Tek
BASED ON THE #1 HIT TV GAME SHOW
H 1001
Licensed by Nintendo® for play on the
Nintendo® ENTERTAINMENT SYSTEM®
Official Nintendo Seal of Quality
HUNDREDS OF QUESTIONS FOR AGES 7 AND UP!
REV-A

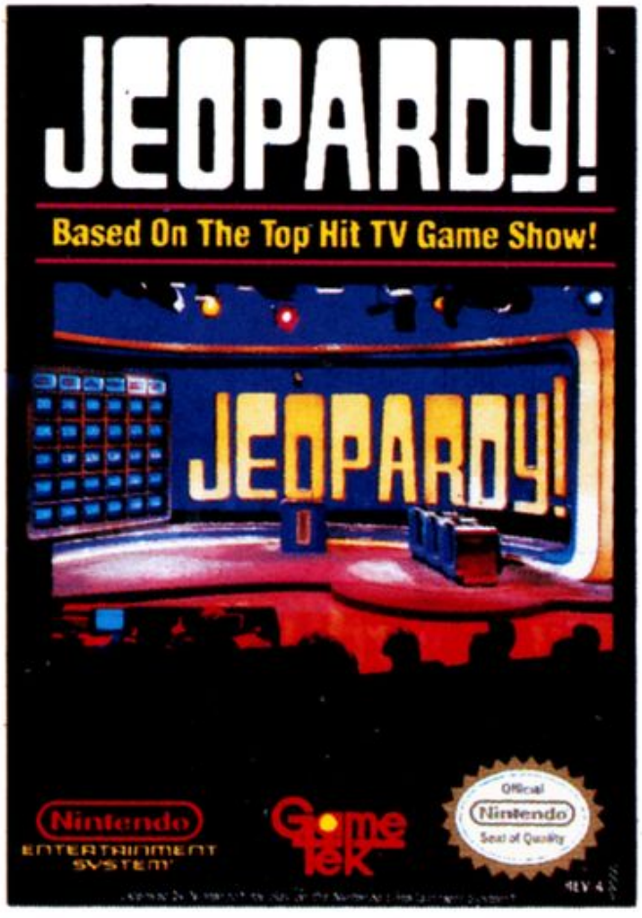
WHEEL OF FORTUNE® FAMILY EDITION

WHEEL of FORTUNE
Over A Thousand New Puzzles!
WHEEL OF FORTUNE
FAMILY EDITION
ALL NEW!
BASED ON THE NO. 1 HIT TV GAME SHOW!
Official Nintendo Seal of Quality
Licensed by Nintendo for play on the
Nintendo ENTERTAINMENT SYSTEM®
H 1002 REV-A

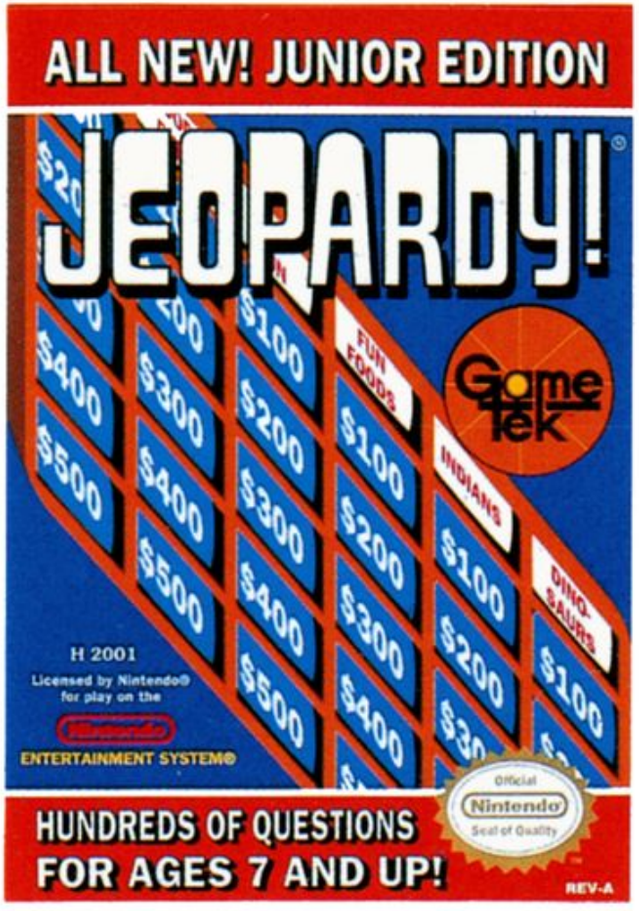
Everybody's favorite TV game show has an all-new edition. Play over 1,000 new puzzles in familiar, favorite categories and in challenging new categories as well. Get set to spin! Get set to win!

WHEEL OF FORTUNE, WHEEL OF FORTUNE JUNIOR EDITION, and WHEEL OF FORTUNE GOLDEN EDITION are based on the television program produced by Merv Griffin Enterprises, a Unit of Columbia Pictures Entertainment, Inc. ©℗1987, 1989, 1990 Califon Productions, Inc. All Rights Reserved.

Be the first to press the buzzer and the "cash" is yours. With almost 2,000 "answers" just waiting for your "questions," this Nintendo version of the second-highest-rated TV game show is great fun and a great challenge!



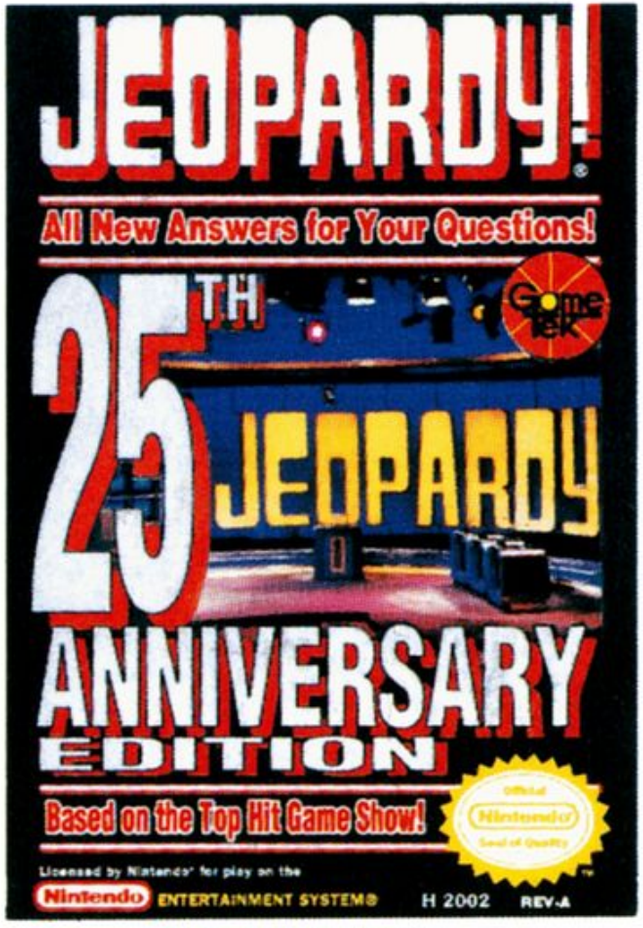
JEOPARDY!® JUNIOR EDITION



This terrific video game has questions and answers designed with kids to teens in mind. It's got the subjects their eager minds are curious about, subjects they are knowledgeable about! It's an exciting, fun-filled game!

JEOPARDY!® 25th ANNIVERSARY EDITION

Share the excitement with thousands of TV winners who have been competing for cash prizes for 25 years on this challenging answers and questions show. An all-new edition especially created to commemorate Jeopardy!'s Silver Anniversary!



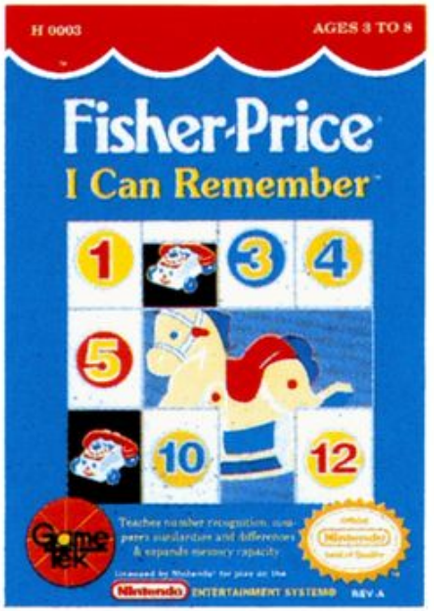
JEOPARDY!, JEOPARDY! JUNIOR EDITION, and JEOPARDY! 25th ANNIVERSARY EDITION are based on the television program produced by Merv Griffin Enterprises, a Unit of Columbia Pictures Entertainment, Inc. ©℗ 1987, 1988, 1990, Jeopardy Productions, Inc. All Rights Reserved.

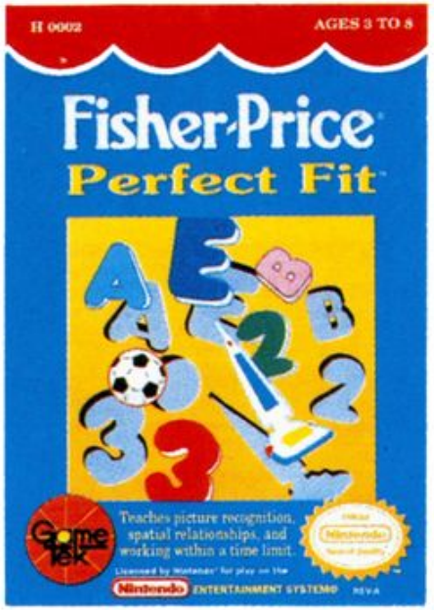
Fisher-Price®

TM

I CAN REMEMBER™

This absorbing and involving program gives pre-schoolers and primary-grade children an entertaining introduction to Nintendo game play. As they play, kids are strengthening their memory skills, reinforcing number recognition, and developing eye-hand coordination. The multiple skill levels offer ongoing challenges as kids grow and develop.

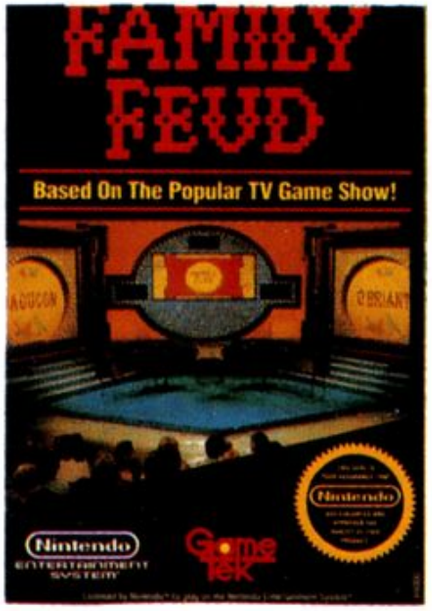




PERFECT FIT™

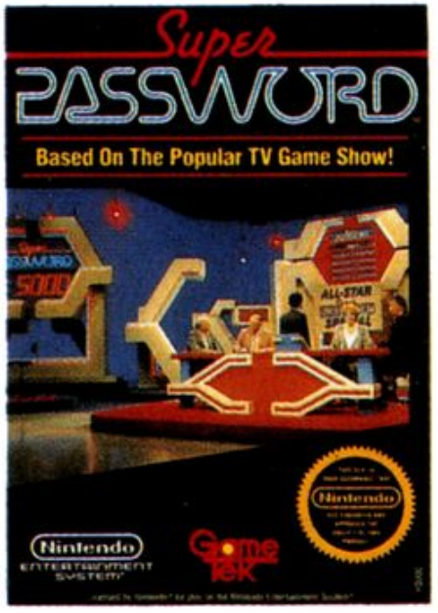
Perfect Fit fits perfectly into everyday game play for kids from 3 to 8. The entertaining puzzles encourage picture recognition, matching shapes and outlines, and working within a time limit...all while kids are having independent fun. Kids can play alone, with friends, or against the computer. A perfect way to learn and play!

FISHER-PRICE®, I CAN REMEMBER™, PERFECT FIT™, the Awning Design, and Little People Characters and Designs are trademarks of Fisher-Price, Division of The Quaker Oats Company. Copyright ©1990 Fisher-Price. All Rights Reserved.



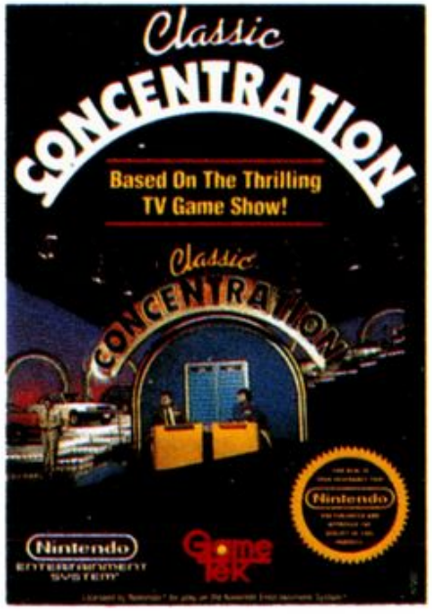
FAMILY FEUD™ — The whole family gets to pick the most popular answers to some usual and unusual questions! Then go for the big money in the final round. This high-action game plays just like the popular television game show.

FAMILY FEUD™ is based on the television program produced by The Family Company. Copyright ©1990 The Family Company. All Rights Reserved.



SUPER PASSWORD™ — The Password for this terrific word-association game is "FUN." It's also Fantastic, Enjoyable, Amusing, Entertaining, and Exciting! Hours of stimulating play!

SUPER PASSWORD is based on the television program produced by The Super Password Company. Copyright ©1990 The Super password Company. All Rights Reserved.



CLASSIC CONCENTRATION™ — Test of skill and memory as you try to match the prizes behind the numbers, then guess the rebus on the gameboard. This exciting game is one of the most popular, long-running shows on TV. It's great fun for the whole family!

CLASSIC CONCENTRATION™ is based on the television program produced by The Concentration Company. Copyright ©1990 The Concentration Company. All Rights Reserved.

DOUBLE DARE ©1988 MTV Networks. Double Dare is a trademark owned and licensed for use by MTV Networks, a division of Viacom International, Inc.

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

The Biggest Names are on our Games!

GameTek is a trademark of IJE, Inc.
2999 Northeast 191 Street
North Miami Beach, Florida 33180 USA
(305) 935-3995
© Ⓟ 1990 GameTek. All Rights Reserved.

Printed in Japan.